ELECTRONIC SECOND SPIN SLOT MACHINE

ABSTRACT OF THE DISCLOSURE

5   An electronic slot machine (10) and method of use
which allows a player to completely respin one or more of the
symbols displayed after the first spin in order to create,
improve or even lose a winning combination. In its preferred
form, the electronic slot machine of the present invention
10   features a video monitor (30) with a plurality of symbol
display boxes (32) arrayed in rows and columns. When the
machine is activated through, for example, insertion of a
valid coin and pressing of the "spin" button (22), one or more
random numbers are generated in the slot machine's
15   microprocessor (15) and compared to one or more reel strips
encoded in computer memory (58) to determine which symbols are
to be displayed in each of the symbol display boxes. If a
suitable winning combination is not formed after this first
spin, the player is given an opportunity to select one or more
20   of the symbol display boxes for respin. After the new symbols
are selected by the microprocessor and displayed in the respun
boxes, the microprocessor compares the displayed symbols with
a memorized list of winning combinations to determine if the
game is a winner.

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